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## About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

*Pyramid* ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)). Our online magazine includes new *GURPS* rules and articles. It also covers the *d20* system, *Ars Magica*, *BESM*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *Illuminati*, *Car Wars*, *Transhuman Space*, and more. *Pyramid* subscribers also get opportunities to playtest new *GURPS* books!

*New supplements and adventures*. *GURPS* continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized SASE, or just visit [www.warehouse23.com](http://www.warehouse23.com).

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*Errata*. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

*Internet*. Visit us on the World Wide Web at [www.sjgames.com](http://www.sjgames.com) for errata, updates, Q&A, and much more. To discuss *GURPS* with SJ Games staff and fellow gamers, come to our forums at [forums.sjgames.com](http://forums.sjgames.com). The *GURPS Creatures of the Night Vol. 2* web page can be found at [www.sjgames.com/gurps/books/creaturesofthenight3](http://www.sjgames.com/gurps/books/creaturesofthenight3).

*Bibliographies*. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the books that interest you! Go to the book's web page and look for the "Bibliography" link.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

# INTRODUCTION

Beings of motion, born to move. These creatures can't be still, will not rest. In the sea, the pets of mermaids surround a boat and pull it to pieces. In the forest, a green guru slips from place to place. On the plains, super-intelligent cows stand placidly, chewing their cud, and then vanish, to reappear a continent away. In the shadows, giant spiders spin webs that drag their attackers through time.

In this installment of *Creatures of the Night*, a variety of imaginary animals and dream-spun villains share the common thread of *movement*. This collection will suit any campaign world, from time travel to fantasy, from science fiction to modern day horror investigations. Each creature is fully described with stats and traits, combat options, a list of useful skills during encounters, and adventure ideas.

## About the Authors

Scott Maykrantz lives in epic splendor in Eugene, Oregon. For over 20 years, he has avoided the real world by staying home, typing strange ideas into his computer, and selling those ideas to people. This is called "freelance roleplaying game design."

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